

RANCH™



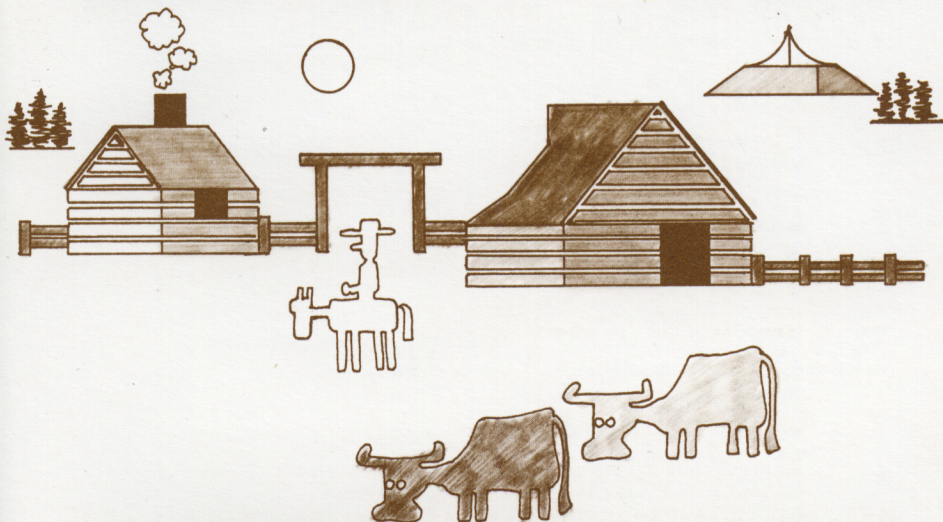
Note to Parents

Ranch encourages players to experiment imaginatively with design and composition in combining the characters and shapes to create different pictures. Players also learn to use a simple but versatile menu of commands to select and manipulate these elements.

In addition, the book sections “How Parents Can Help” and “Telling Tall Tales” encourage players to make up stories about the ranch scenes they create.

Ranch will provide players with hours of learning fun.

RANCH



HOWDY! Welcome to **Ranch**, a game that lets you create and animate your own wild west scenes. Start with a blank screen and add cowgirls, cowboys, and critters. Choose some simple shapes to build a ranch house and corral. Color, copy, move, or erase anything on the screen. You can even animate your western scene and pick a western tune to go along with it. When you're finished for the day, save your picture to show to your friends, or to play with later. You'll find it's easy to have fun with **Ranch** in lots of different ways.

IN THIS BOOK...

GETTING STARTED

HOW TO PLAY RANCH

- Cursor
- Screens
- How to Pick Objects
- Options

RANCH ACTIVITIES

- Cowboy Hat
- Best Vest
- Bandana Tricks
- Ride a Stick Horse
- Western Grub
- Telling Tall Tales

HOW PARENTS CAN HELP

GETTING STARTED

Atari® and Commodore 64™ Computers

1. Turn off the computer.
2. Plug the joystick into port 1.
3. Put the cartridge in the cartridge slot. (If you are using an Atari 800 computer, place the cartridge in the left hand slot.)
4. Turn the computer on. Remember to turn off the computer before removing the cartridge.

IMPORTANT: To save on disk a ranch scene you've created, you must prepare the disk. This has to be done before starting to play **Ranch** and before doing steps one through four above.

COMMODORE

Format a disk in the usual way. If you already have a formatted disk with enough space on it, you can use that.

Once you have a formatted disk, you can insert it in the disk drive at any time during play, with the computer on or off. Just turn on the disk drive, then put in the disk.

ATARI

Format a disk and then put DOS (Disk Operating System) on it. You can use an already formatted disk with DOS if it has enough space on it.

You must insert the disk before turning on the computer and playing **Ranch**. First turn on the disk drive. Insert the disk. Then turn on the computer.

Go through the same procedure when you want to load a scene you've formerly saved.

For further load and save instructions, see "How To Play Ranch."

HOW TO PLAY RANCH

When the program begins, you'll see a short demonstration of how to build a ranch scene. If you want, you can keep the demonstration ranch scene and add to it. Press the RETURN key to do this. If you want to build your own ranch scene, wait until the demonstration has finished, then press the joystick button.

CURSOR



The opening screen is the **building screen**.

Across the bottom of the screen is a row of words and symbols. These are **options**. The square box on the screen is the **cursor**. Move the joystick and the **cursor** moves.

To activate an **option**, move the **cursor** to one of the words or symbols. Press the joystick button. When you've chosen an **option**, you'll hear a tone and the word or symbol changes color.

To turn off one **option**, activate a new **option**.

EXCEPT: The **animate** and **music options** are turned off by moving the **cursor** back to their symbols and pressing the joystick button. Turning on **erase** also turns off **animate**.



SCREENS

There are a number of screens in **Ranch**. By moving the **cursor**, you can see the **character screens** containing the parts used to build ranch scenes.

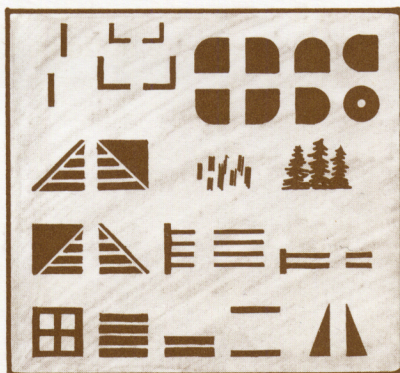
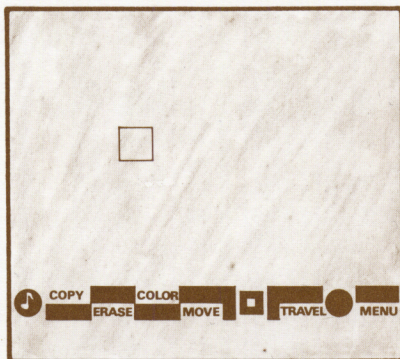
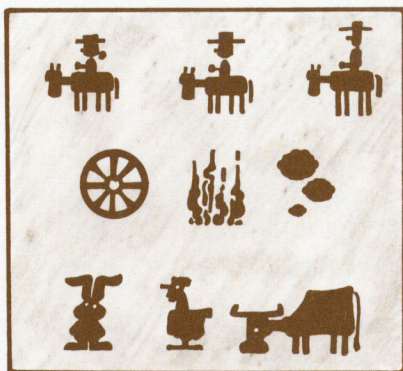
On these screens you will find shapes, letters, numbers, people, animals, and objects like a train and a car.

The **character screens** are located to the left and right of the **building screen**. On Atari, you will also find a **character screen** above the **building screen**.

Just move the **cursor** in the direction of the screen you want until you move onto it. NOTE: Move the **cursor** left or right to exit the top **character screen** on Atari.

For a closer look at what's on the **character screens**, turn to pages 18-21.

The last screen in **Ranch** is reached by the **menu** option. You'll find out about it later in these instructions.



HOW TO PICK OBJECTS



To build a ranch, you will pick up objects from the **character screens** and put them on the **building screen**.

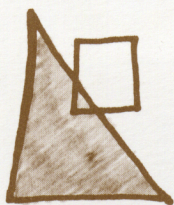
To pick up anything on **character screens**, move the **cursor** to that object. Press the joystick button. You'll hear a tone when the object has been picked up. Move to the next object you want to pick up and press the joystick button. You can pick up objects one at a time or up to twelve at a time.

Move the **cursor** back to the **building screen** after you've picked up what you

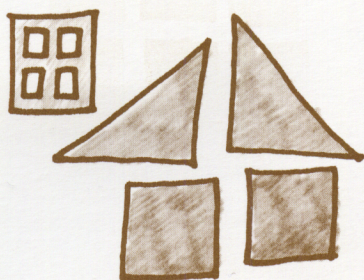
want. To put an object down, press the joystick button. If you have picked up a number of things, press the button once for each item. Be careful not to put objects on top of each other. If the objects are not exactly where you want them, you can move them later.

Remember to drop off everything you picked up, or you won't be able to activate a new option, or go back to the **character screens**.

You can pick up more shapes from the **character screens** any time during play.



Let's make a house. Pick up some shapes.



Put down the shapes on the building screen.

MOVE



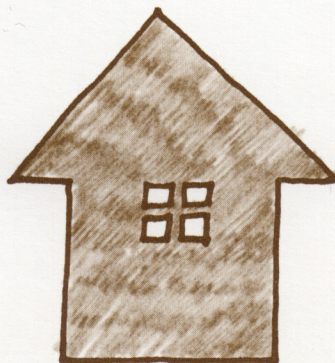
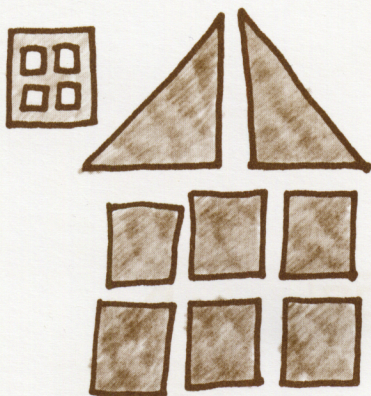
MOVE

building screen.

To activate this option, guide the **cursor** to **move** and press the joystick button. Guide the **cursor** to the object you want to move, then press the joystick button. A tone lets you know

Use this option to move any object on the

you've picked up the object. Move the **cursor** where you want the object to be. Press the joystick button and the object will be dropped off at that spot. When you're in **move** mode, you can move as many objects as you want, one at a time.



Build your house by moving the shapes together like this.

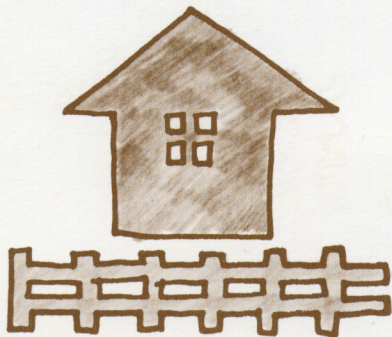
COPY

COPY When an object is on the **building screen**, you can copy it as often as you like.

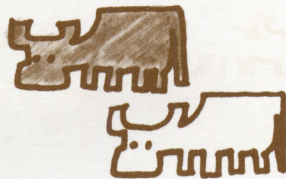
To activate this option, move the **cursor** to **copy** and press the joystick button. Move to the object on the **building screen** you want to copy, then press the joystick button. Move the **cursor**

where you want the copy to be. Press the joystick button and a copy appears. Every time you press the button, you make another copy of the object. Remember to move to a new space for each copy.

To make copies of another object, go back to the **copy** option and press the joystick button. Now go to the new object and do the same thing you did before.



Build a fence by copying this shape.



Put a herd of cows on your ranch. Get one cow and copy it.

ERASE

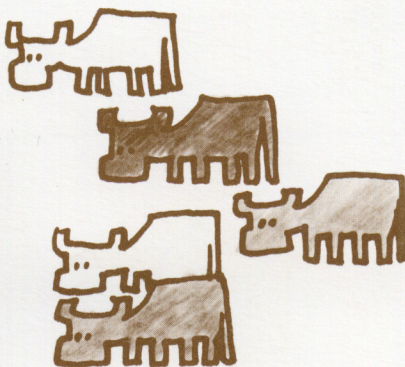
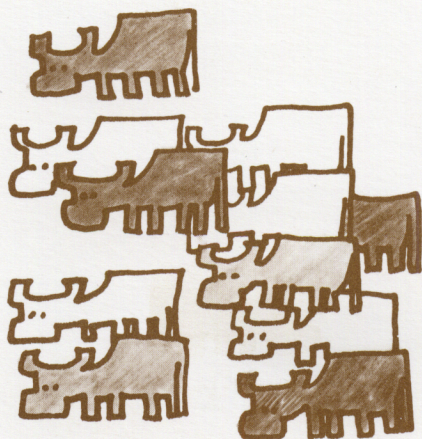


ERASE

You can remove an object from the **building screen** at any time by using the **erase** option.

To activate this option, guide the **cursor** to **erase** and press the joystick button. Move to the object you

want to erase. Press the joystick button and the object disappears. When you're in **erase** mode, you can erase as many objects as you want. Move to each object and press the joystick button.



*Oops! Too many cows.
Let's erase some.*

COLOR

COLOR You can color anything on the **building screen**, even the background.

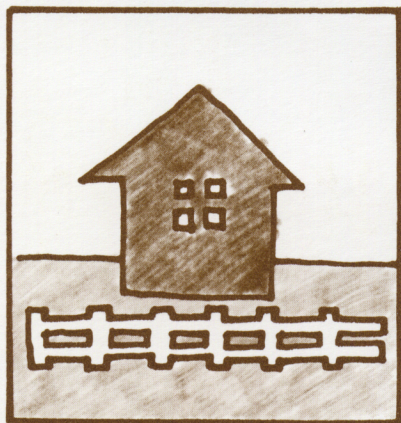
To activate this option, move the **cursor** to **color**, then press the joystick button. Move to an object you want to color. Every time you press the joystick button, the color changes. Stop pressing the joystick button when you've reached the color you want.

When you're in **color** mode, you can change the

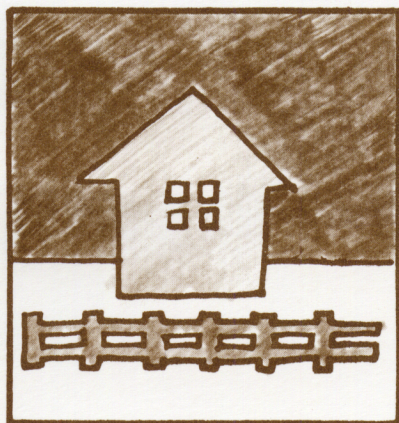
color of any object on the **building screen** the same way.

To change the color of the background, move the **cursor** to an empty space on the **building screen** and press the joystick button.

HINT: When you copy an object, you copy the color too. If you want all your copies of an object the same color, color it before you copy it.



Color your ranch.



How about a dark night sky?

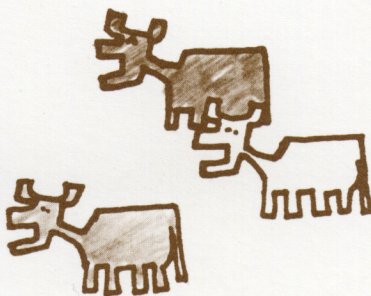
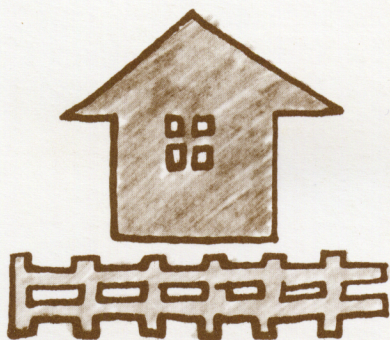
ANIMATE

● This option is used to animate objects. Not everything animates.

To find out which objects animate, activate **animate** by moving to the symbol and pressing the joystick button. Now move the **cursor** to the **character screens**. You'll see all the objects that can animate moving.

You can be in **animate** mode and activate another option at the same time. But you have to activate **animate** first and then the other option you want.

To stop animation, go back to **animate** and press the joystick button. Turning on **erase** also turns off **animate**.



Cows get hungry. To let them eat, animate them.

FREEZE AND CYCLE



This option can freeze an animated object in one of its many positions. It can also let you animate objects that are the same so their movements are out of synchronization.

Before you use **freeze and cycle**, turn **animate** off. To activate **freeze and cycle**, move to the symbol and press the joystick button. Then move to an object that can animate and press the joystick button. As you press the button, the object will cycle through all its positions. Keep pressing until you find the position you want.

Every object that can ani-

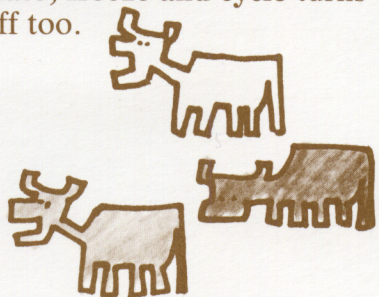


If you don't want your cows to look like they're playing follow the leader when they're eating,

mate has two states: animating and non-animating.

Freeze and cycle works like an on/off switch. When the joystick button is pressed an odd number of times, it changes the object from its current state to its opposite state, for instance, from animating to non-animating or from non-animating to animating. When the joystick button is pressed an even number of times, it keeps the object in its current state.

If you have **freeze and cycle** and **animate** on at the same time and turn off **animate**, **freeze and cycle** turns off too.



put each one into a different position.

TRAVEL



You can make any object travel across the screen with this option.

To activate this option, move to **travel**. Press the joystick button. Move to the object you want to make travel. Press the joystick button and the object will travel across the screen. To stop the object traveling, press the joystick button. When you're in **travel** mode, you can make another object travel. Just move to that object and press the joystick button.

Only one object can travel at a time.

NOTE: When you turn on **travel**, **animate** turns on too. When you turn **animate** off, you turn **travel** off. **Travel** and **freeze and cycle** cannot be on at the same time.

You can make a cowboy ride across your ranch.

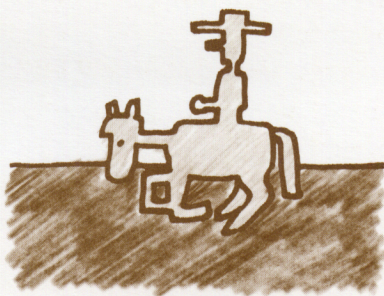
MUSIC



You can choose one of three western tunes as music for your ranch scene, or you can turn the music off.


To choose a tune, move the **cursor** to the music symbol. Every time you press the joystick button, a new tune plays. You can change the music at any time during the game. The music option can be on while you are using other options.

NOTE: To hear the tone used for picking an object, the music must be turned off.



Choose a slow ballad or music for trotting.

MENU

 To use the last screen in **Ranch**,
MENU move to **menu**
on the **building screen** and
press the joystick button.

You'll see these four
options:
LOAD SAVE ZAP RANCH

Save This is the way
you save your
scene on tape or
disk, so you can play with it
later.

To prepare the disk,
review the "Getting Started"
section.

To activate **save**, move to
this option and press the
joystick button.

COMMODORE: The fol-
lowing words will appear:

TYPE: "FILENAME",1 TO
USE TAPE

TYPE: "FILENAME",8 TO
USE DISK

Type a name for your ranch
scene in quotes, followed by
,1 for tape or ,8 for disk.

Press RETURN for both
tape and disk, then press
record and play for tape,
and your scene will be saved
for future use.

If you have made a mis-
take, the following words
will appear:

OOPS! PRESS TRIGGER
TO RETURN TO MENU

Press the joystick button
and you'll return to the
building screen. Then you
can start the process over.

There is another kind of
mistake that freezes the
joystick and joystick button.
You may see

PRESS RECORD &
PLAY ON TAPE

when you're not saving to
tape. If neither the joystick
nor the RETURN key
works, press the RUN STOP
key. Then you'll see

OOPS! PRESS TRIGGER
TO RETURN TO MENU.

Proceed as above.

ATARI: The following word will appear:

FILENAME

Type D1: and then your filename, or D2: and then your filename, depending on which disk drive you are using. Press RETURN and your scene will be saved.

If you have made a mistake, the following words will appear:

OOPS! PRESS TRIGGER TO RETURN TO MENU

Press the joystick button and you'll return to the **building screen**. Then you can start the process over.

Load Once you've saved a picture, you can load it to use again.

To activate **load**, move to this option and press the joystick button.

COMMODORE: The following words will appear:
TYPE: "FILENAME", 1 TO

USE TAPE

TYPE: "FILENAME", 8 TO USE DISK

You may either type the filename of the scene you want to load, or you may review the directory of scenes.

To load a scene, follow the same procedure as for **save** on the Commodore.

To see the directory, type "\$", 8 for disk. Once you have reviewed the directory, press the joystick button to return to the **menu**.

If you have made a mistake, the following words will appear:

OOPS! PRESS TRIGGER TO RETURN TO MENU

Press the joystick button and start the process over.

There is another kind of mistake that freezes the joystick and joystick button. You may see PRESS PLAY ON TAPE when you're not loading from tape. If neither the joystick nor the RE-

TURN key works, press the RUN STOP key. Then you'll see

OOPS! PRESS TRIGGER TO RETURN TO MENU.

Proceed as above.

ATARI: To prepare your disk for loading on Atari, review the "Getting Started" section.

The following word will appear:

FILENAME:

You may either type the name of the scene you want to load, or you may see the directory of scenes.

To load a scene, follow the same procedure as for **save** on the Atari.

To see the directory, type

D1:*. * or D2:*. *

depending on which disk drive you are using. Once you have reviewed the directory, press the joystick button to return to the **menu**.

If you have made a mistake,

the following words will appear:

OOPS! PRESS TRIGGER TO RETURN TO MENU

Press joystick button to return to the **building screen** and start the process over.

Zap

This option erases everything on the **building**

screen at one time. To activate this option, move to **zap** and press the joystick button.

Ranch

This option is your exit back to the

building screen. Move to **ranch** and press the joystick button.

Now you know everything there is to know about how to play **Ranch**. Following you will find a summary of what each option does.

SUMMARY OF OPTIONS

To activate an **option**, move the **cursor** to the word or symbol for the **option** and press the joystick button. Then move to the object you want to use the **option** with, and press the joystick button.

SCREENS

There is a blank screen for building, with options displayed on it. There are character screens, with people, animals, objects, shapes, letters, and numbers.

OPTIONS

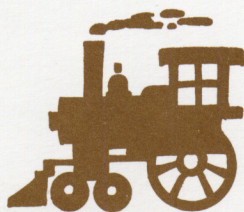
Move	to move characters around on the building screen
Copy	to copy any character on the building screen
Erase	to erase any character on the building screen
Color	to color any character and the background on the building screen
Animate	to animate a selection of characters
Travel	to make any character travel across the building screen
Freeze and Cycle	to freeze a character that can animate; to cycle a character that can animate through its different positions
Music	to select one of three tunes or silence
Menu	to get to the options listed below
Load	to load previously saved disk or tape
Save	to save a picture on disk or tape
Zap	to erase the whole building screen
Ranch	to go back to building screen from menu screen

CHARACTERS

sitting
lady



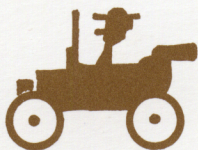
sitting
man



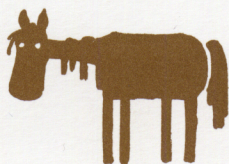
locomotive



pony



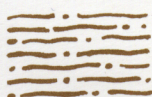
auto



horse



water fall



water



fish



pig



piglet



rooster



duck



kitty



cat



dog

girl



boy



cowgirl



cowboy



rider



rider



rider



star



wheel



fire



smoke



rabbit



prairie
dog



hen



cow



coyote



deer



buffalo



bird

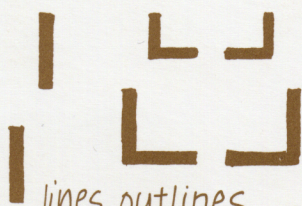
MORE CHARACTERS

A B C D E F G H I J

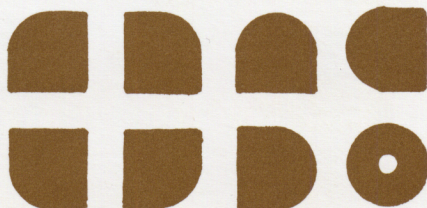
T U V W X Y Z ●



wheels



lines, outlines
patterns



roof tops

cloud parts



sagebrush



trees



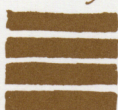
fence



siding

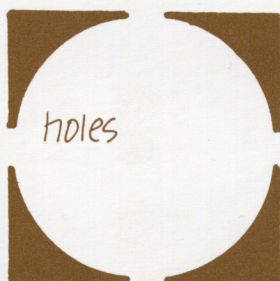


window

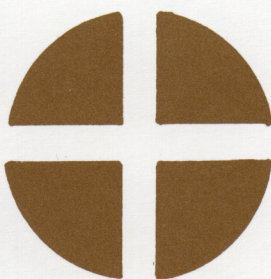


K L M N O P Q R S
0 1 2 3 4 5 6 7 8 9

sky

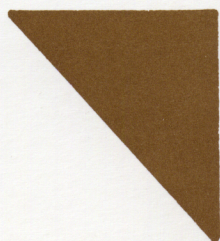


holes



mesas, mountain tops

fillers



basic
building
blocks

stairs

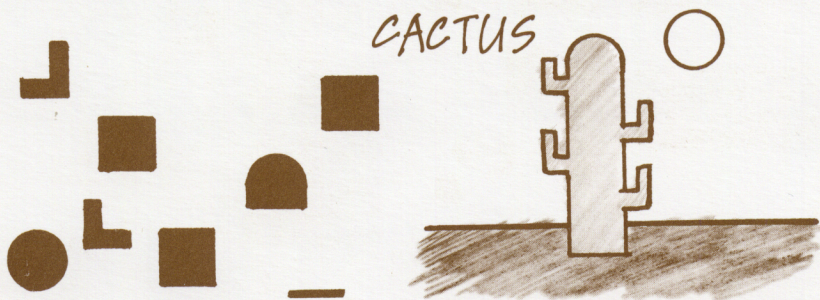


roofs, mountains



CAN YOU BUILD THIS?

CACTUS



TREE

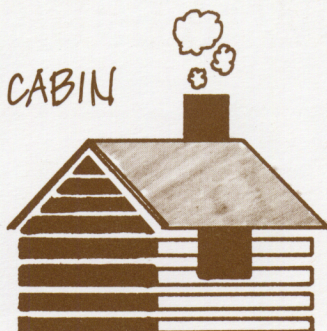


WAGON

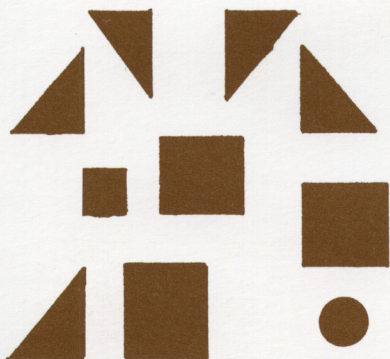




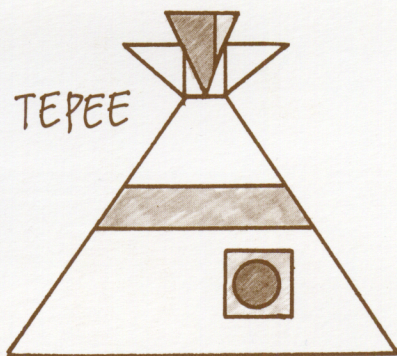
CABIN



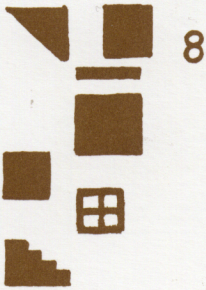
FIRE



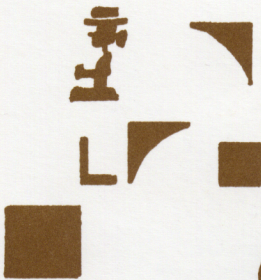
TEPEE



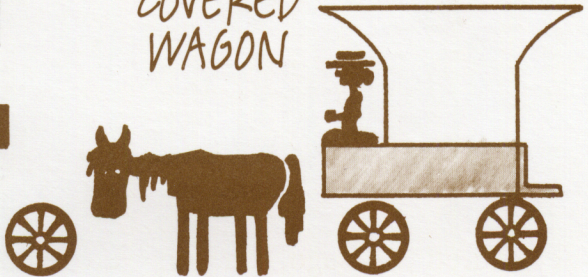
HOW ABOUT THIS?



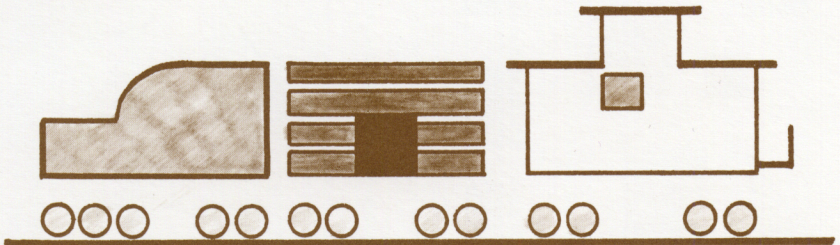
STORE



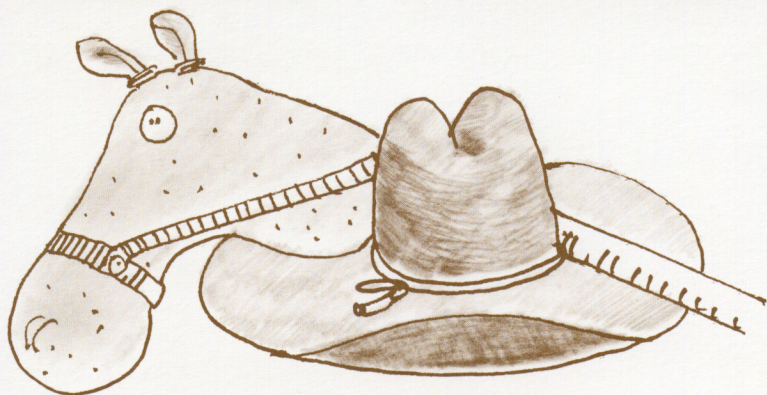
COVERED
WAGON



TRAIN



RANCH ACTIVITIES

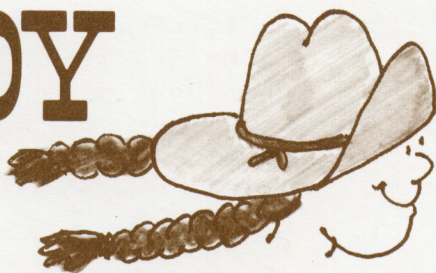


A hundred years ago, ranchers were the pioneers of the cattle country in the western U.S. They settled on large farms where they raised cattle. Cowboys herded the cattle from Texas up to market towns in the north, where the cattle were sold. The most famous trail, the Chisholm Trail, was 1,000 miles long and took three months to ride. Today cows travel by train.

Just like the cowboys of the Old West, today's ranchers, cowboys, and cowgirls ride horses, eat pork and beans, tell tall tales, and wear Western clothing.

Here are some things to do to feel just like a real cowboy or cowgirl.

COWBOY HAT



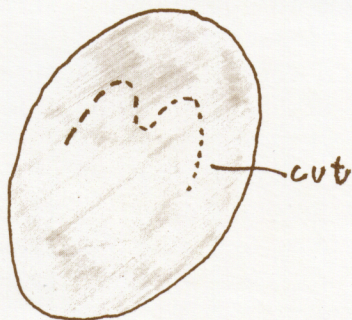
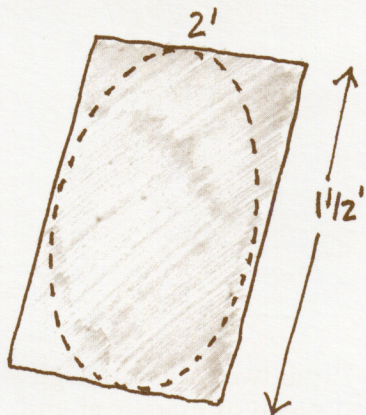
All cowpokes and ranchers had hats. They wore them to keep the sun and rain off their heads. They also used them as buckets to scoop water out of rivers, and as pillows to sleep on.

You will need:

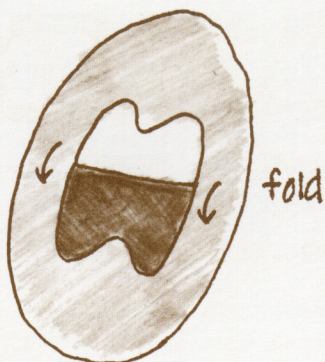
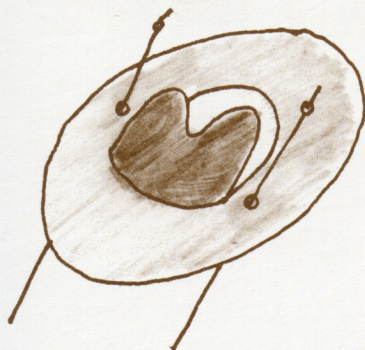
thin cardboard, 2 by 1½ feet
string
scissors

How to do it:

1. Cut an oval shape out of the cardboard.
2. Cut a shape that looks like a small “m” in the center of the oval.
(Don’t cut the bottom of the “m.”)



3. Bend the "m" along the bottom so that it stands straight up. This is the front of your hat.
4. Try on your hat. If the hat fits, wear it.



5. To make a tie (a lanyard), punch a hole on either side of the "m."
6. Thread the string through the holes. Slide the two ends through a piece of macaroni and knot them together.



7. To make the lanyard shorter or longer, move the macaroni up and down underneath your chin.

BEST VEST IN THE WEST

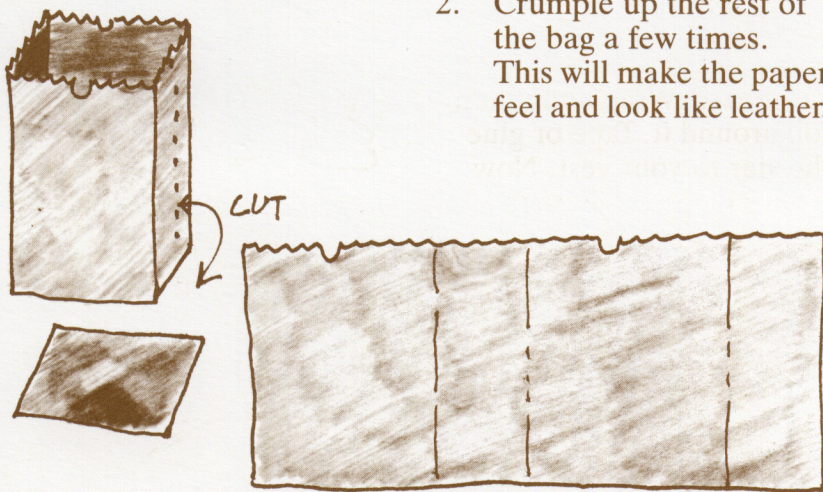
Ranchers dressed up in fancy vests. But they also wore work vests out on the range as protection against the wind. Ranchers made vests out of cloth or animal hides. You can make your own vest with just a paper bag.

You will need:

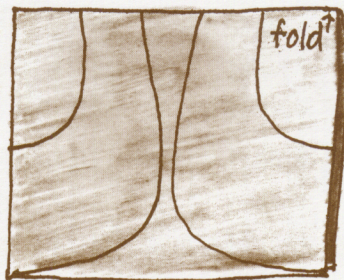
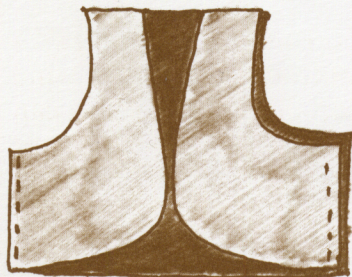
a large brown paper bag
scissors
stapler or tape

How to do it:

1. Cut along one corner of the bag to the bottom. Cut out the bottom of the bag.
2. Crumple up the rest of the bag a few times. This will make the paper feel and look like leather.



3. Spread the bag flat on the floor. Fold it in half, widthwise.
4. Cut curves for the armholes. Cut a "v" out of the top center for the neck.



5. Now cut the front in half. Curve the bottom to look like a real vest.
6. Staple or tape your vest together at the sides. Be sure to leave the armholes and neck open.
7. To add a deluxe touch, cut a fringe around the bottom of the vest.

Try this:

Turn your vest into a sheriff's vest by making a tin star. Cut a star shape out of cardboard. Wrap aluminum foil around it. Tape or glue the star to your vest. Now you're ready to go after some mean rustlers.



BANDANA TRICKS

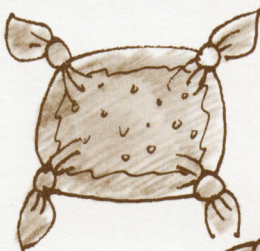
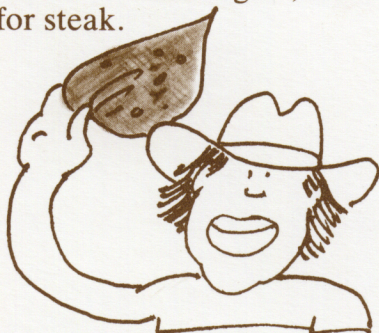
Did you ever need to protect your face in a dust storm? Or blindfold your horse to keep him from being frightened? Ranchers did. A bandana can come in real handy when you're out riding the range.

You will need:

a square bandana

Flag

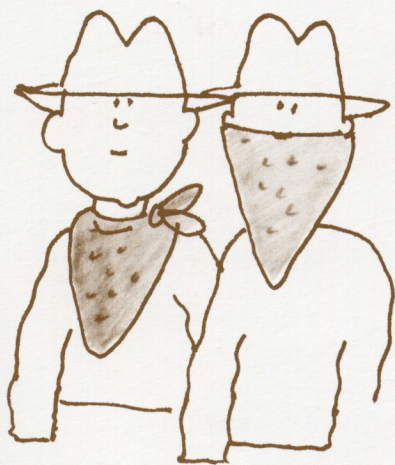
You want to tell the cook in camp to start dinner. But you're on the other side of the herd. Take out your bandana and wave—two times for hamburgers, three for steak.



Sun Hat

This is for those hot days when your cowboy hat just won't sit right. Tie a knot in each corner of the bandana, and put it on your head.

For the next tricks, fold the bandana in half to make a triangle.



Neckerchief

Ranchers kept their bandanas handy by wearing them around their neck.

Drape the bandana loosely around your neck so the two corners on the fold meet in back. Tie the corners loosely.

To keep dust out of your mouth and nose, just pull your neckerchief up over your nose.

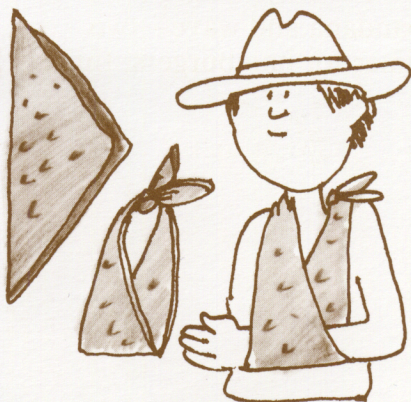
Indian Head Band

This will keep the hair out of your eyes. Roll the triangle up to make a rope. Now tie it around your head.



Bandana Sling

There were very few doctors out on the range. If anybody hurt an arm, they had to make their own slings. To make a sling, use an extra large bandana, folded into a triangle. Put your lower arm in the middle of the triangle. Tie the ends loosely around your neck like the neckerchief.



RIDE A STICK HORSE

The horse was the cowpoke's best friend. Horses are loyal, smart, and obedient. In the Old West cowpokes herded cattle and chased outlaws on horseback. Cowpokes also stored all their gear on their horses—like blankets, pots, and knives. If you'd like a horse but don't have a corral in your backyard, try making a stick steed instead.

You will need:

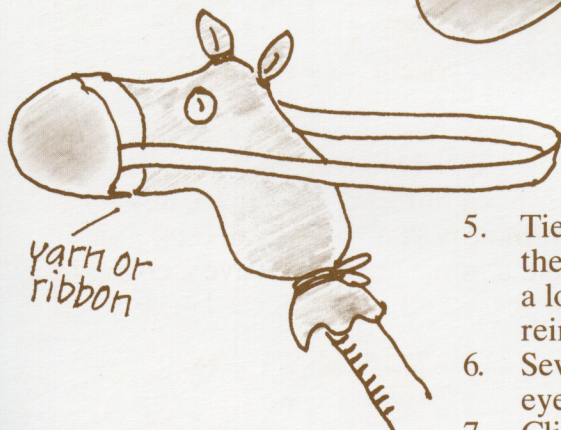
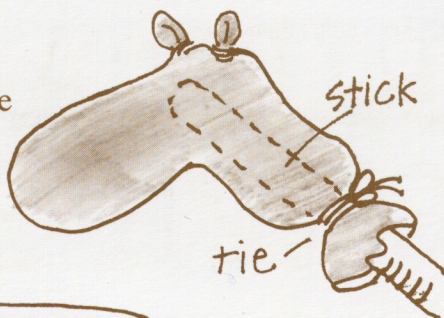
3-foot stick
sock
rags or newspaper
yarn
2 buttons

How to do it:

1. Stuff the sock with rags or crumpled paper.
2. Pinch up two ears at the heel. Tie them with yarn.



3. Push the stick up into the sock.
4. Tie the sock around the stick at the neck.



5. Tie some yarn around the horse's nose. Tie on a loop of yarn to make reins.
6. Sew on some button eyes.
7. Climb on your stick horse and go for a ride.

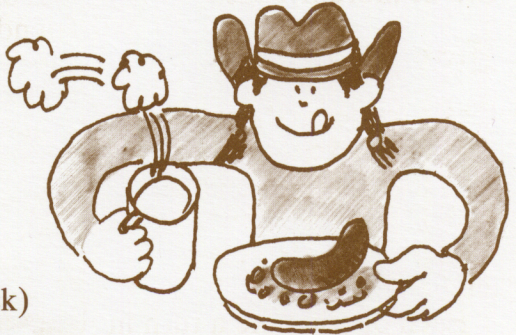


WESTERN GRUB

Did you know that cowboys out on the range cooked everything in one pot? Or did you know that their favorite meal was meat and beans? Make your own trail meal, in your kitchen, or outside on a barbecue. Ask a grown-up to help.

You will need:

barbecue or stove
medium-sized pan
hot dogs
buns
can of beans
cocoa mix
marshmallows (and stick)



How to do it:

1. Ask a grown-up to turn on a burner on the stove or light a barbecue.
2. Fill the pot with beans and the hot dogs. Cook over the fire until they're hot.
3. Toast the buns.
4. Wash out the pot and make cocoa in it, following the instructions on the package.
5. Roast the marshmallows on the end of the stick. Let them cool. Eat them or drop them into your cocoa.
6. Wash up, like a real cowboy.

TALL TALES

After a good dinner, cowpokes sat around the campfire swapping stories. Although their adventures were pretty interesting, they often stretched the truth to make them even more interesting. After your cowboy meal, why not tell some tall tales with your friends?

You will need:

two or more friends

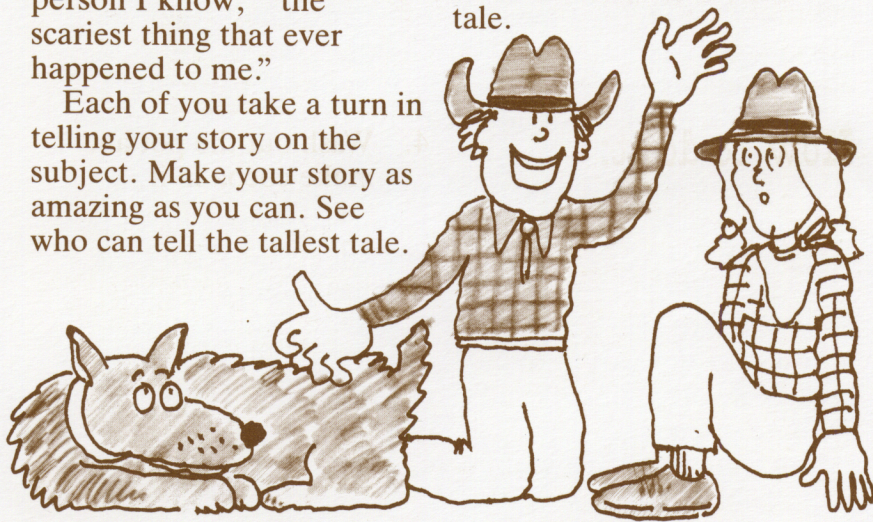
How to do it:

Pick a subject. It could be “the most exciting trip I ever took,” “the funniest person I know,” “the scariest thing that ever happened to me.”

Each of you take a turn in telling your story on the subject. Make your story as amazing as you can. See who can tell the tallest tale.

Try this:

Tell one big story with your friends. One person starts the story. The next person adds some adventures, and so does the next. Take turns adding to the story until someone finishes the tall tale.



HOW PARENTS CAN HELP

In **Ranch**, the process of making pictures is just as important as the final product. The exercise of your child's imagination in a non-directed environment counts as much as any finished picture. Younger children may play with the graphics in what seem like silly ways, making rabbits go for rides on horses, and putting horses on trees. Or they may make up fantastic stories about their picture, perhaps about the cow who jumped over the tree. But all the time learning and experimentation are taking place.

We think all of these different uses for **Ranch** demonstrate that a child's imagination is at work. You will find that kids will give each other ideas for different things to do. There are also a number of ways for the parent to become involved in the child's creative process.

You can encourage your

child to tell a story about the picture he or she is making. You can even develop the picture by asking questions like: "What does the rabbit do next?" "What would happen if the man jumped on the roof?" "Can you tell me what's happened so far?"

You can begin a picture that the child then finishes, by placing a house, a cow, and a person on the **building screen**, for instance. Ask your child to stock the ranch with animals, or give the rancher a family and some chores.

If your children won't move over long enough to give you a chance to draw, you can start them off by asking questions about picture themes: "What's the funniest picture you can make?" "The most western scene?" "The most dangerous adventure?"

Other Joyce Hakansson products that are available from Spinnaker include:

ALF IN THE COLOR CAVES™

Help ALF wriggle through the tunnels past the Wufflegumps. Get him safely through the color caves, and he'll dance for you!

Educational Value: As children maneuver ALF through the maze, they improve their routing and prediction skills. ALF also helps them understand cause-and-effect relationships.

Ages 3 – 6.

BUBBLE BURST™

It's BUBBLE BURST! Those pesky Zeboingers want to spoil Soapie's bubblebath fun – and she's counting on you to help her!

Educational Value: BUBBLE BURST helps children develop prediction, strategy and pattern-recognition skills. It also helps them understand cause-and-effect relationships. **Ages 4 – 8.**

JUKEBOX™

Dance your way to fame and fortune in the fast paced world of music.

Educational Value: JUKEBOX sharpens your ability to predict outcomes and plan strategies while challenging your memory and concentration skills.

Ages 8 – Adult.

AEGEAN VOYAGE™ Navigate your ships to find the treasures hidden on mysterious Greek islands. But beware of the monsters.

Educational Value: AEGEAN VOYAGE helps children exercise deductive reasoning and learn to plan strategies by analyzing choices. It also improves memory and concentration and introduces many of the characters and places in Greek Mythology. **Ages 8-Adult.**

These products are available on cartridge for Atari® and Commodore 64™ computers.

Joyce Hakansson Associates, Inc., creator of Ranch, is a team of artists, musicians, educators, programmers, writers, and game specialists working together to bring excellence and excitement into young people's computer games.

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